MANAGING PROJECTS

CHAPTER

3

In This Chapter...

Get Started Using *Direct*SOFT6

To open *Direct*SOFT6, double-click on the *Direct*SOFT6 icon which was installed on your desktop during the installation of the software. You can also click on Start located in the left-hand corner of the computer monitor. Once you do this, select Programs, find *Direct*SOFT6, then select DSLaunch6 in the drop-down window. The DSLaunch window, shown below, will appear. The DSLaunch window displays all of the applications and PLCs that *Direct*SOFT6 supports.

Understanding the Launch Window

*Direct*SOFT6 Programming Software is much more than a PLC programming package. With the Launch Window concept, utilities, such as, NetEdit, CTRIO WB, etc., can all be launched from one central location. The Launch Window is also used to create and manage PLC projects and the communication links between your personal computer and the PLC.

Notice the different areas in the Launch Window. There is a menu tree very similar to what is in Windows Explorer. All that you see in the menu tree can be accessed from the tree.
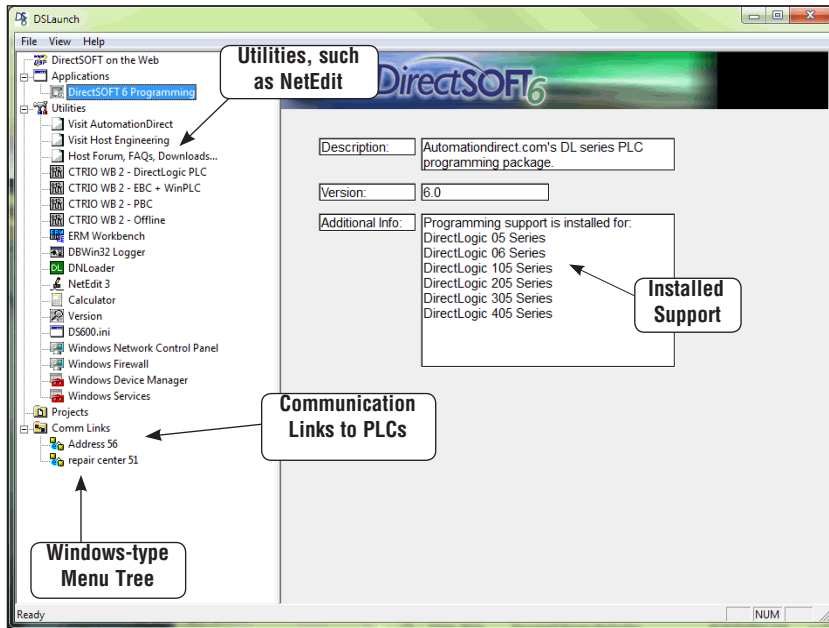
The menu tree has four folder/icons which are:

- **Applications** - These are the applications currently installed in **Direct**SOFT6. The only installed application available is **Direct**SOFT6 Programming. This is the point where you start a new project.

- **Utilities** - Several utilities are installed here such as, ERM Workbench, CTRIO Workbench and NetEdit. They are installed automatically when **Direct**SOFT6 is installed.

- **Projects** - This folder/icon will contain the projects which are created in **Direct**SOFT6. A project is the collective name for your ladder logic program and all of the documentation associated with it. Newly created projects and existing projects will reside here. As projects are created, they are added to the end of the list.

- **Comm Links** - This folder/icon will contain the communication links between the personal computer and the different PLCs that you have (See Chapter 9).

Create a New Project

New Program

To create a new program, double-click on **Direct*SOFT6* Programming** in the **Applications** folder on the DSLaunch menu tree.
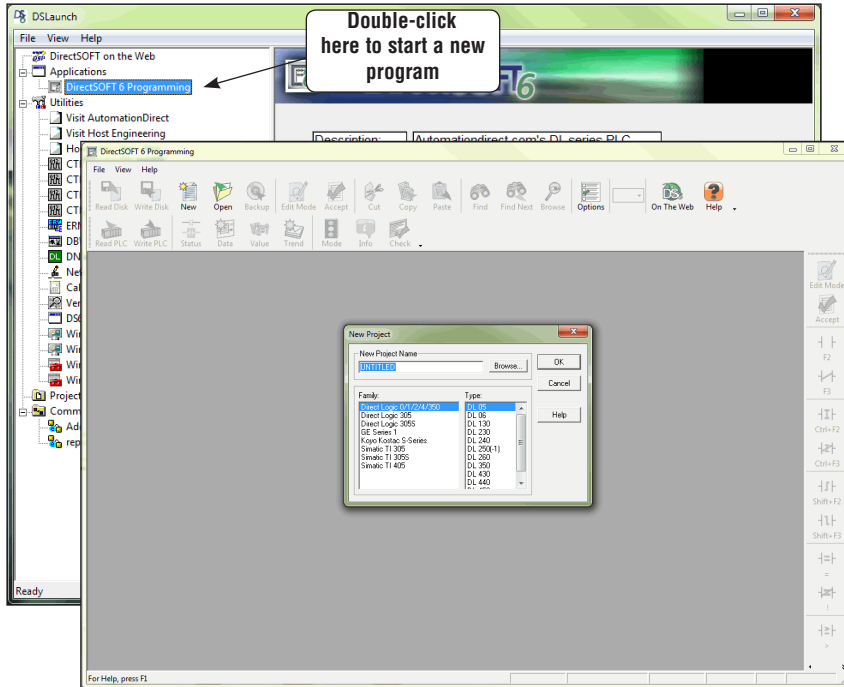


Enter the New Project Information

The New Project dialog box is used to define several things.

- **New Project Name** — enter a name for your project (up to 32 characters - no extension).

- **Family** — select the **Direct*LOGIC*** PLC family (or compatible) you will be using.

- **Type** — select the CPU you are using from the available list. Remember, different PLCs use similar instructions, but they are still different in some ways. For this reason, it is extremely important that you specify the correct CPU.

- **Browse** — you can keep the default project path, **c:\DirectSOFT6\projects**, or use the Browse button to either select a project not shown on the menu tree or a different folder with the project listed in it.

Importing Projects

You may already have TISOFT or Logicmaster programs stored on your PC's hard drive or on a disk. You may also have projects that were exported from an older version of **Direct**SOFT. Use the following procedure to import these programs.

1. Open the New Project dialog as described on the previous page.

2. When the New Project dialog appears, click on the **Cancel** button. The programming window will remain on the screen.

3. Click on **File** on the toolbar, then select **Import > Program**. The **Import Program** dialog will appear as shown below.

4. Locate the program to be imported by selecting **Look in:**, then the location of the program.
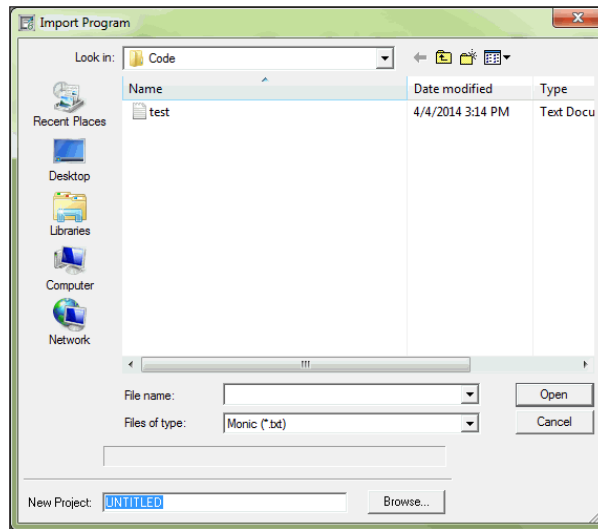
5. Select the **Files of type:** to choose the correct file, such as, TIsoft (*.vpu).

6. Select the program file name to be imported (up to 32 characters with no extension) from the location where the program is found. The file name should appear in **File name:** area.

7. Either enter a name for the project in the **New Project:** area or use the Browse button to select the name of a location to store the project.

8. Click on the **Open** button to start the import process. An indicator window will appear to let you know that the program is being imported. After the program has been imported, it will appear as a normal **Direct**SOFT6 program.

Program Documentation Mapping from TISOFT and Logicmaster

Although most of the documentation will have a counterpart in *Direct*SOFT6 some of the documentation will not. The following table shows what is imported, what is not and the *Direct*SOFT6 counterparts.

TISOFT Source Documentation	*Direct*SOFT6 Documentation
Title Page	Title Page Editor
Synonyms	Element Description
Comments (tied to output coil)	Rung Comments (tied to rung)
Descriptions	No Match

Logicmaster Source Documentation	*Direct*SOFT6 Documentation
Nicknames	Nicknames
Names	Description
Comments	Comments
Coil Labels	No Match

Copy or Save Existing *Direct*SOFT Files

The question often arises as to what is needed when copying existing ***Direct*SOFT files to a different memory area or directory. If you are a first time user of ***Direct*SOFT6 and have no existing files to transfer, then you may skip this page and read it later.

By default, projects are stored originally in the **Projects** subdirectory, however, they can reside in areas other than the default projects subdirectory. It really does not matter where they are stored. The method for copying or saving these existing files to another area is the same in each case.

If you look where the projects have been stored, you will notice the main file for the project will always have a **.prj** extension after its root filename, but there are other files with the same root filename. This can be a little confusing to new users. This is due to the fact that ***Direct*SOFT6 performs a filename creation behind the scenes. Your only involvement with the initial storage is to indicate the root filename and directory path.

A frequently asked question is "which of these files do I need when making the storage transfer?". Copying or saving the **filename.prj** will be insufficient to truly transfer the total project. Not all of the files are necessary to recreate the program, but if you eliminate any of them, you may lose some important documentation and indexing information. The table shown on the following page lists the different file extensions and what they contain. The safest choice is to save or copy all files for a project having the same root filename, regardless of the different file extensions (see the table on the next page).

*Direct*SOFT6 Project Files	
File Extension	**Contents**
dataviewname.dta	Data views are not associated with one single project, but can be shared among multiple projects
filename.dv	DV1000 setup
filename.esd	Element documentation (nickname, wiring information, description)
filename.esx	Index file for the element documentation
filename.inf	Project information
filename.lcd	Ladder rung comments
filename.lcx	Index file for the ladder rung comments
filename.lda	Connects rung comments to correct rung no.
filename.ldo	Online only: connects to correct rung number (temporary until saved offline to *.lda)
filename.pid	PID documentation
filename.prj	Contains the ladder program
filename.prt	Print settings
filename.rd	305 R-memory data
filename.rf	305 R-memory editor format
filename.scd	Stage comments
filename.scx	Index file for stage comments
filename.tls	PLC parameters, I/O configuration, pause bits
filename.vd	V-memory data
filename.vf	V-memory editor format
filename.wsp	Position of program windows, colors, etc.
filename.xml	Docking pane layouts

Files Associated with *Direct*SOFT6 Project Files	
File Extension	**Contents**
importexportDocumentationfilename.csv	Documentation CSV filename
ctrioworkbenchname.cwb	Counter I/O configuration
ermworkbenchname.erm	Ethernet remote master configuration
importexportmnemonicname.txt	Text file of Mnemonic version of ladder program.